

Martin Lundberg

Martin is a driven and competent software engineer with an expertise in mobile development. He has a solid theoretical foundation from his double Master's degree in Computer Science, combined with practical knowledge from years of professional work. He's experienced in everything from building scalable mobile applications from scratch to developing massive back-end insurance systems, doing everything from user testing, creating system architecture, to DevOps. A true people's person, Martin loves to socialize and is always a driving force for social events with co-workers. He is an optimistic solution finder with a laser focus on solving the customers' problems. What motivates him is working on challenging tasks with a driven team and creating scalable, well-tested, and beautiful products together.

Experience

MOBILE DEVELOPER
ANDROID DEVELOPER
BACK-END DEVELOPER
FLUTTER DEVELOPER

Background

Master Degree in
Computer Science,
Linköping Institute of
Technology
Experiences
Finance
Nonprofit
Education

Competences

Mobile Developer, Android
Developer, Kotlin
Developer, Java
Developer, Flutter
Developer

Selected experience

ANDROID DEVELOPER, SCRUM MASTER / Agile Master (part time) — Jochen Schweizer mydays Group

As the initially sole Android developer working on the JSNow Android app I was part of deciding the new system architecture and setting up the CI/CD pipelines in Bitrise.

Following that I played a vital part in a small Android team in revamping the app from a state of emergency to a state of the art application written entirely in Kotlin and using MVI as an architectural pattern and the newest technologies and tools such as Room as a local database, Dagger Hilt for dependency injection, coroutines for threading, LiveData and Flow for reactive state management, and the Android navigation component for navigation. More recently we rewrote the entire UI of the app using Android Compose.

Throughout the project we've been following Scrum and using JIRA. The team has consisted of 2-4 native Android developers, 2-3 native iOS developers, one UI/UX designer and one product owner.

Some of my accomplishments include implementing a new payment provider and a consent management platform, adding extensive tracking using a combination of Adjust, Firebase and Google Analytics, enabling feature toggling using remote config in Firebase and maintaining a crash-free rate of >99 % in the last few months.

Currently I am focused on implementing new features by writing clean, scalable and well-tested code in close collaboration with the iOS team and the designer.

FLUTTER DEVELOPER — Meepo

As one of the lead developers Martin created a Flutter application for the charity organization The Life You Can Save. He contributed by being part of deciding on the system architecture and tech stack, doing extensive user research, setting up the CI/CD pipeline in Jenkins and the database and cloud functions in Firestore, and developing the app. After months of work the app was successfully released and the development continued iteratively with subsequent releases.

Experience

ANDROID DEVELOPER, SCRUM MASTER / Agile Master (part time) - JS Now App

Jochen Schweizer mydays Group, Q4 2019 -

Jochen Schweizer Mydays Group is the market leader of experience products in Germany. The company sells around 1 million vouchers and tickets per year for all types of experiences.

Jochen Schweizer Mydays Group wanted to completely rework their existing Android app with a new, modern design and a new back-end service, in order to make it the leading direct-booking service of experiences in Germany.

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As we did not have a scrum master in our team another developer and I took the role and responsibility upon ourselves. As a scrum master I facilitated retrospectives, calculated the velocities of the Android and iOS teams and used the calculations to estimate how many story points to start sprints with.

Keywords: Mobile Payments, Mobile Development, Kotlin, Android, Bitrise, Dagger Hilt, Android Compose, Kotlin Coroutines, LeakCanary, Hyperion, Firebase, Crashlytics, Google Material Design, Scrum, Scrum Master, Gradle, Emarsys, Adjust, Espresso, Retrofit, Timber, Charles, Google Analytics

BACK-END DEVELOPER - Insurance fund trading **Itello AB, Q2 2019 - Q4 2019**

Itello is the leading provider for insurance management systems in the Nordics. With clients including Skandia, Folksam, AMF and Nordea, the systems need to reliably and securely handle a huge amount of insurances and transactions each day.

Itello has a program called Inca which they configure and sell to their clients. Inca is divided into several different parts by business area and each part has one or more scrum teams responsible for development of that part.

Martin joined one of the scrum teams responsible for the fund trading part of Inca as a consultant. The team consisted of six developers and one product owner. Martin quickly integrated into the team and started delivering value. Since Inca is an insurance management system testing was of utmost importance and unit and integration tests were written for everything. The Scrum methodology was followed strictly with proper daily stand-ups, sprint plannings, estimations using planning poker, backlog refinements and sprint reviews. Martin developed new functionality, wrote unit and integration tests, solved bugs, reviewed code and presented what he did for the stakeholders in sprint reviews. By working on this project Martin learned a lot about Java development, SQL, the finance industry, fund trading, Scrum and working with huge IT systems.

Keywords: Java, Java Development, Java 8, Jenkins, CI/CD, Scrum, Unit Testing, Integration Testing, Planning Poker, SQL

FLUTTER DEVELOPER - The Life You Can Save flutter application Meepo, Q3 2018 - Q2 2019

Meepo is an app and web-development company in Stockholm, Sweden. Their clients include Ericsson, King, SJ and more.

The Life You Can Save is a non-profit organization which analyzes charities and recommends the most effective charities in the world for donations. The goal of the project was to create a mobile application that makes it easy and fun to donate to the most effective charities. The app was developed in-house with a startup mindset.

As one of the main developer's of the project Martin was involved from the start and in all parts of the project. In the beginning that mainly meant being part of deciding on the system architecture and tech stack, doing extensive user research and having several remote meetings with the client to agree on the functionality and design of the app. After the initial set up the main development of the app was done by Martin and another Meepo employee. Beyond doing Flutter development Martin also designed, planned and performed user testing at KTH university and at relevant fairs, configured the CI/CD pipeline and the Firestore database and cloud functions, and had reoccurring remote meetings with the client throughout the project.

Keywords: Flutter, Firestore, Cloud Services, CI/CD, Jenkins, Fastlane, Scrum, Kanban, Architecture, Lean Startup, Start-up, User Research, User Testing, User Experience

MOBILE DEVELOPER - Gamification of Ionic application Meepo, Q1 2018 - Q2 2018

Meepo is an app and web-development company in Stockholm, Sweden. Their clients include Ericsson, King, SJ and more.

Meepo had developed an iPad application for KenArt Media to help children with learning difficulties learn sign language. The goal of the project was to enhance the user experience of the application by adding gamification elements.

After reading the relevant scientific literature and meeting with domain experts Martin implemented several different gamification elements to improve the user experience in the best way possible. He worked closely with a school for children with learning disabilities and performed A/B-testing which verified that the implemented changes were successful.

Keywords: Ionic, Firebase, NoSQL, User Research, A/B Test, User Testing, Gamification, Iterative Design, Iterative UX Development, User Experience